IN THE CLAIMS:

Prior to the present communication, claims 1–37 were pending in the subject application. Each of claims 1–10, 35 and 36 has been amended herein and claims 31–34 have been cancelled. As such, claims 1–30 and 35–37 remain pending. All claims currently pending and under consideration in the above-identified application are shown below. This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (Currently Amended) A computer readable <u>storage</u> medium <u>having computer useable instructions embodied thereon for</u> storing a data structure defining a window for drawing on a desktop representation displayed on a display device, comprising:

a first data field storing base content object properties for a base content object of the window; and

a second data field storing content object properties for a plurality of discrete primary content objects.

2.   (Currently Amended) The computer readable <u>storage</u> medium of claim 1, wherein the first data field is subdivided to store base object properties comprising a base geometry.

3.   (Currently Amended) The computer readable <u>storage</u> medium of claim 1, wherein the first data field is subdivided to store base object properties comprising base content margins, a base extent, and a base material.

4.   (Currently Amended) The computer readable <u>storage</u> medium of claim 2, wherein the first data field is further subdivided to store base geometry properties comprising a plurality of vertices defining a mesh.

5.   (Currently Amended) The computer readable <u>storage</u> medium of claim 3, wherein the first data field is further subdivided to store base material properties comprising an ambient color, a diffusive color, and a specular color.

6.   (Currently Amended) The computer readable <u>storage</u> medium of claim 5, wherein each of the ambient color, diffusive color, and specular color are defined as an ARGB value.

7.   (Currently Amended) The computer readable <u>storage</u> medium of claim 3, wherein the first data field is further subdivided to store base material properties comprising a reflection scalar and a refraction index.

8.   (Currently Amended) The computer readable <u>storage</u> medium of claim 3, wherein the first data field is further subdivided to store base material properties comprising a diffuse texture and a bump texture.

9.   (Currently Amended) The computer readable <u>storage</u> medium of claim 1, wherein the second data field is further subdivided to store a content geometry and a content surface for each primary content object.

10.   (Currently Amended) The computer readable <u>storage</u> medium of claim 9, wherein the second data field is further subdivided to store content surface properties comprising an ARGB texture for each primary content object.

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11.   (Original)   A data processing system comprising:

a memory storing window properties comprising, for a plurality of windows for which properties are stored, properties for a base object and properties for one or more primary content objects;

a compositing desktop window manager software module that composes a desktop based on the window properties of each window for which properties are stored, wherein for one of the plurality of windows for which properties are stored, the memory stores a plurality of primary content objects.

12.   (Original)   The data processing system of claim 11, wherein the properties for the base object comprise a base geometry.

13.   (Original)   The data processing system of claim 11, wherein the properties for the base object comprise base content margins, a base extent, and a base material.

14.   (Original)   The data processing system of claim 12, wherein the base geometry property comprises a plurality of vertices defining a mesh.

15.   (Original)   The data processing system of claim 13, wherein the base material property comprises an ambient color, a diffusive color, and a specular color.

16.   (Original)   The data processing system of claim 15, wherein each of the ambient color, diffusive color, and specular color are defined at least by an ARGB value.

17.   (Original)   The data processing system of claim 13, wherein the base material property comprises a reflection scalar and a refraction index.

18.   (Original)   The data processing system of claim 13, wherein the base material property comprises a diffuse texture and a bump texture.

19.   (Original)   The data processing system of claim 11, wherein the memory stores, for at least one primary content object, a content geometry and a content surface.

20.   (Original)   The data processing system of claim 19, wherein the content surface comprises an ARGB texture.

21.   (Original)   A computer implemented method of displaying a window in a graphical user interface of a shell of an operating system, comprising:

   receiving window information from an instance of an application program; and

   rendering a window having a base object and a plurality of discrete primary content objects.

22.   (Original)   The method of claim 21, wherein rendering is based on base content margins, a base extent, and a base material.

23.   (Original)   The method of claim 21, wherein rendering is based on a base geometry defined by a mesh.

24.   (Original)   The method of claim 22, wherein rendering is based on base material properties comprising an ambient color, a diffusive color, and a specular color.

25.   (Original)   The method of claim 24, wherein each of the ambient color, diffusive color, and specular color are defined as an ARGB value.

26.   (Original)   The method of claim 22, wherein rendering is based on base material properties comprising a reflection scalar and a refraction index.

27.   (Original)   The method of claim 21, wherein rendering is based on base material properties comprising a diffuse texture and a bump texture.

28.   (Original)   The method of claim 21, wherein rendering is based on a content geometry and a content surface for each primary content object.

29.   (Original)   The method of claim 28, wherein rendering is based on content surface properties comprising an ARGB texture for each primary content object.

30.   (Original)   The method of claim 23, further comprising:

receiving user input to resize the window;

dividing the mesh into three regions per mesh dimension;

for each region, maintaining offsets of mesh vertices in any dimension by which the region is bounded by a bounding box of the window, and scaling mesh vertices in any dimension by which the region is not bounded by the bounding box of the window.

31.   (Cancelled)

32.   (Cancelled)

33.   (Cancelled)

34.   (Cancelled)

35.   (Currently Amended) One or more computer readable <u>storage</u> media <u>having computer useable instruction embodied thereon</u> ~~storing computer executable instructions~~ for providing a graphical user interface in a window rendered on a computer display device, said user interface comprising:

a first primary content region within the window, said first primary content region corresponding to first content provided by an application program;

a second primary content region within the window, visually disconnected from said first primary content region, said second primary content region corresponding to second content provided by the application program;

a base frame region encircling each of said first primary content region and said second primary content region, said base frame region corresponding to content provided by an operating system.

36.   (Currently Amended) The computer readable <u>storage</u> media of claim 35, wherein the base frame region defines a boundary of the window.

37.   (Previously Presented) The data processing system of claim 11, wherein each primary content object defines the size and shape of a data field of the window.